

EAST Search History

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L6	131	updat\$ and contro\$ and ((previously adj stored) cache\$) and authenticat\$ and (connecti\$ adj status)	US-PGPUB	OR	ON	2007/05/02 13:25

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L2	500	@pd>="20061120" and (714/4.ccls. 709/223-226.ccls. 726/26,29.ccls. 370/254-258.ccls.) and cach\$	US-PGPUB; USPAT	OR	ON	2007/05/02 09:50
L3	159	@pd>="20061120" and (714/4.ccls. 709/223-226.ccls. 726/26,29.ccls. 370/254-258.ccls.) and cach\$ and authenticat\$	US-PGPUB; USPAT	OR	ON	2007/05/02 09:56
L4	59	@pd>="20061120" and (714/4.ccls. 709/223-226.ccls. 726/26,29.ccls. 370/254-258.ccls.) and (cach\$ same (disconnect\$ connect\$ drop drop\$)) and authenticat\$	US-PGPUB; USPAT	OR	ON	2007/05/02 09:56

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- 1** [Special system-oriented section: the best of SIGMOD '94: Sleepers and workaholics: caching strategies in mobile environments \(extended version\)](#) 

Daniel Barbará, Tomasz Imieński

October 1995 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 4 Issue 4

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(1.73 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

In the mobile wireless computing environment of the future, a large number of users, equipped with low-powered palmtop machines, will query databases over wireless communication channels. Palmtop-based units will often be disconnected for prolonged periods of time, due to battery power saving measures; palmtops also will frequently relocate between different cells, and will connect to different data servers at different times. Caching of frequently accessed data items will be an important techni ...

Keywords: caching, data management, information services, wireless

- 2** [Rover: a toolkit for mobile information access](#) 

 A. D. Joseph, A. F. de Lespinasse, J. A. Tauber, D. K. Gifford, M. F. Kaashoek
December 1995 **ACM SIGOPS Operating Systems Review, Proceedings of the fifteenth ACM symposium on Operating systems principles SOSP '95**, Volume 29 Issue 5

Publisher: ACM Press

Full text available:  [pdf\(2.18 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 3** [Client-server computing in mobile environments](#) 

 Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid
June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(233.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their

physical location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application

4 Authentication in distributed systems: theory and practice

 Butler Lampson, Martín Abadi, Michael Burrows, Edward Wobber

November 1992 **ACM Transactions on Computer Systems (TOCS)**, Volume 10 Issue 4

Publisher: ACM Press

Full text available: [!\[\]\(0b5e7e25e8775f7e7e80906ada4f0021_img.jpg\) pdf\(3.37 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

We describe a theory of authentication and a system that implements it. Our theory is based on the notion of principal and a "speaks for" relation between principals. A simple principal either has a name or is a communication channel; a compound principal can express an adopted role or delegated authority. The theory shows how to reason about a principal's authority by deducing the other principals' that it can speak for; authenticating a channel is one important application. We ...

Keywords: certification authority, delegation, group, interprocess communication, key distribution, loading programs, path name, principal, role, secure channel, speaks for, trusted computing base

5 A coherent distributed file cache with directory write-behind

 Timothy Mann, Andrew Birrell, Andy Hisgen, Charles Jerian, Garret Swart

May 1994 **ACM Transactions on Computer Systems (TOCS)**, Volume 12 Issue 2

Publisher: ACM Press

Full text available: [!\[\]\(41aea2746216b27a6939d696d8e035da_img.jpg\) pdf\(3.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Extensive caching is a key feature of the Echo distributed file system. Echo client machines maintain coherent caches of file and directory data and properties, with write-behind (delayed write-back) of all cached information. Echo specifies ordering constraints on this write-behind, enabling applications to store and maintain consistent data structures in the file system even when crashes or network faults prevent some writes from being completed. In this paper we describe ...

Keywords: coherence, file caching, write-behind

6 Grapevine: an exercise in distributed computing

 Andrew D. Birrell, Roy Levin, Michael D. Schroeder, Roger M. Needham

April 1982 **Communications of the ACM**, Volume 25 Issue 4

Publisher: ACM Press

Full text available: [!\[\]\(2088942ccfedc84a0a076c3fee3541aa_img.jpg\) pdf\(1.71 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Grapevine is a multicomputer system on the Xerox research internet. It provides facilities for the delivery of digital messages such as computer mail; for naming people, machines, and services; for authenticating people and machines; and for locating services on the internet. This paper has two goals: to describe the system itself and to serve as a case study of a real application of distributed computing. Part I describes the set of services

provided by Grapevine and how its data and funct ...

7 The Coda Distributed File System

Peter J. Braam

June 1998 **Linux Journal**

Publisher: Specialized Systems Consultants, Inc.

Full text available: [pdf\(25.23 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Carnegie Mellon University has developed an exciting file system. Mr. Braam, one of the developers, tells us all about it

8 Mobile networking in the Internet

Charles E. Perkins

December 1998 **Mobile Networks and Applications**, Volume 3 Issue 4

Publisher: Kluwer Academic Publishers

Full text available: [pdf\(166.90 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Computers capable of attaching to the Internet from many places are likely to grow in popularity until they dominate the population of the Internet. Consequently, protocol research has shifted into high gear to develop appropriate network protocols for supporting mobility. This introductory article attempts to outline some of the many promising and interesting research directions. The papers in this special issue indicate the diversity of viewpoints within the research community, and it is ...

9 A component and communication model for push systems

 Manfred Hauswirth, Mehdi Jazayeri

October 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 7th European software engineering conference held jointly with the 7th ACM SIGSOFT international symposium on Foundations of software engineering ESEC/FSE-7**, Volume 24 Issue 6

Publisher: Springer-Verlag, ACM Press

Full text available: [pdf\(1.50 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a communication and component model for push systems. Surprisingly, despite the widespread use of many push services on the Internet, no such models exist. Our communication model contrasts push systems with client-server and event-based systems. Our component model provides a basis for comparison and evaluation of different push systems and their design alternatives. We compare several prominent push systems using our component model. The component model consists of producers an ...

10 Decentralizing a global naming service for improved performance and fault tolerance

 D. R. Cheriton, T. P. Mann

May 1989 **ACM Transactions on Computer Systems (TOCS)**, Volume 7 Issue 2

Publisher: ACM Press

Full text available: [pdf\(3.19 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Naming is an important aspect of distributed system design. A naming system allows users and programs to assign character-string names to objects, and subsequently use the names to refer to those objects. With the interconnection of clusters of computers by wide-area networks and internetworks, the domain over which naming systems must function is growing to encompass the entire world. In this paper we address the problem of a global naming system, proposing a three-level naming ...

11 **Workshop on mobile computing systems and applications, December 1994: digest of proceedings** 

M. Satyanarayanan

April 1995 **ACM SIGOPS Operating Systems Review**, Volume 29 Issue 2

Publisher: ACM Press

Full text available:  pdf(928.56 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The goal of this two-day meeting was to foster interaction between active workers in mobile computing, with a view toward cross-fertilization of ideas. Given the youth of the field, such interactions could have substantial impact on its future direction. In keeping with this goal, the conference organizers chose to have a small, informal workshop rather than a larger and more formal conference. The workshop was sponsored by the IEEE Computer Society Technical Committee on Operating Systems, in c ...

12 **Pen computing: a technology overview and a vision** 

André Meyer

July 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 3

Publisher: ACM Press

Full text available:  pdf(5.14 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This work gives an overview of a new technology that is attracting growing interest in public as well as in the computer industry itself. The visible difference from other technologies is in the use of a pen or pencil as the primary means of interaction between a user and a machine, picking up the familiar pen and paper interface metaphor. From this follows a set of consequences that will be analyzed and put into context with other emerging technologies and visions. Starting with a short historic ...

13 **Satchel: providing access to any document, any time, anywhere** 

Mik Lamming, Marge Eldridge, Mike Flynn, Chris Jones, David Pendlebury

September 2000 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 7 Issue 3

Publisher: ACM Press

Full text available:  pdf(591.29 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Current solutions for providing access to electronic documents while away from the office do not meet the special needs of mobile document workers. We describe "Satchel," a system that is designed specifically to support the distinctive features of mobile document work. Satchel is designed to meet the following five high-level design goals (1) easy access to document services; (2) timely document access; (3) streamlined user interface; (4) ubiquity; and (5) compliance with securi ...

Keywords: document access, document appliance, document processing, information appliance, mobile computing, mobile work

14 **L2imbo: a distributed systems platform for mobile computing** 

Nigel Davies, Adrian Friday, Stephen P. Wade, Gordon S. Blair

August 1998 **Mobile Networks and Applications**, Volume 3 Issue 2

Publisher: Kluwer Academic Publishers

Full text available:  pdf(403.96 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Mobile computing environments increasingly consist of a range of supporting technologies offering a diverse set of capabilities to applications and end-systems. Such environments are characterised by sudden and dramatic changes in the quality-of-service (QoS) available to applications and users. Recent work has shown that distributed systems

platforms can assist applications to take advantage of these changes in QoS and, more specifically, facilitate applications to adapt to their environment ...

15 Next century challenges: data-centric networking for invisible computing: the

 **Portolano project at the University of Washington**

Mike Esler, Jeffrey Hightower, Tom Anderson, Gaetano Borriello

August 1999 **Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking MobiCom '99**

Publisher: ACM Press

Full text available:  [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



16 Adapting to network and client variability via on-demand dynamic distillation

 Armando Fox, Steven D. Gribble, Eric A. Brewer, Elan Amir

October 1996 **ACM SIGOPS Operating Systems Review , ACM SIGPLAN Notices , Proceedings of the seventh international conference on Architectural support for programming languages and operating systems ASPLOS-VII**, Volume 30 , 31 Issue 5 , 9

Publisher: ACM Press

Full text available:  [pdf\(1.64 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



The explosive growth of the Internet and the proliferation of smart cellular phones and handheld wireless devices is widening an already large gap between Internet clients.

Clients vary in their hardware resources, software sophistication, and quality of connectivity, yet server support for client variation ranges from relatively poor to none at all. In this paper we introduce some design principles that we believe are fundamental to providing "meaningful" Internet access for the entire range of ...

17 Cooperative transaction hierarchies: transaction support for design applications

Marian H. Nodine, Stanley B. Zdonik

July 1992 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 1 Issue 1

Publisher: Springer-Verlag New York, Inc.

Full text available:  [pdf\(2.20 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



Traditional atomic and nested transactions are not always well-suited to cooperative applications, such as design applications. Cooperative applications place requirements on the database that may conflict with the serializability requirement. They require transactions to be long, possibly nested, and able to interact with each other in a structured way. We define a transaction framework, called a *cooperative transaction hierarchy*, that allows us to relax the requirement for atomic, serial ...

Keywords: cooperation, deadlock detection, design transactions, non-serializability, transaction hierarchies, transaction synchronization, version management

18 Supporting personal mobility for nomadic computing over the internet

 Yalun Li, Victor C. M. Leung

April 1997 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 1 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(1.42 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



This paper presents a new paradigm for nomadic computing over the Internet called universal personal computing (UPC), where mobile users can access computing resources, network services, and personalized computing environments anywhere using any

available terminals. The concept of UPC and system design issues are discussed, and the required system architecture capable of managing different mobile objects, i.e., users and terminals, in the UPC environment is presented. Modifications of connection ...

19 An end-to-end approach to host mobility

 Alex C. Snoeren, Hari Balakrishnan

August 2000 **Proceedings of the 6th annual international conference on Mobile computing and networking MobiCom '00**

Publisher: ACM Press

Full text available:  pdf(1.35 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present the design and implementation of an end-to-end architecture for Internet host mobility using dynamic updates to the Domain Name System (DNS) to track host location. Existing TCP connections are retained using secure and efficient connection migration, enabling established connections to seamlessly negotiate a change in endpoint IP addresses without the need for a third party. Our architecture is secure—name updates are effected via the secure DNS update protocol, while TCP ...

20 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

Publisher: IBM Press

Full text available:  pdf(4.21 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

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